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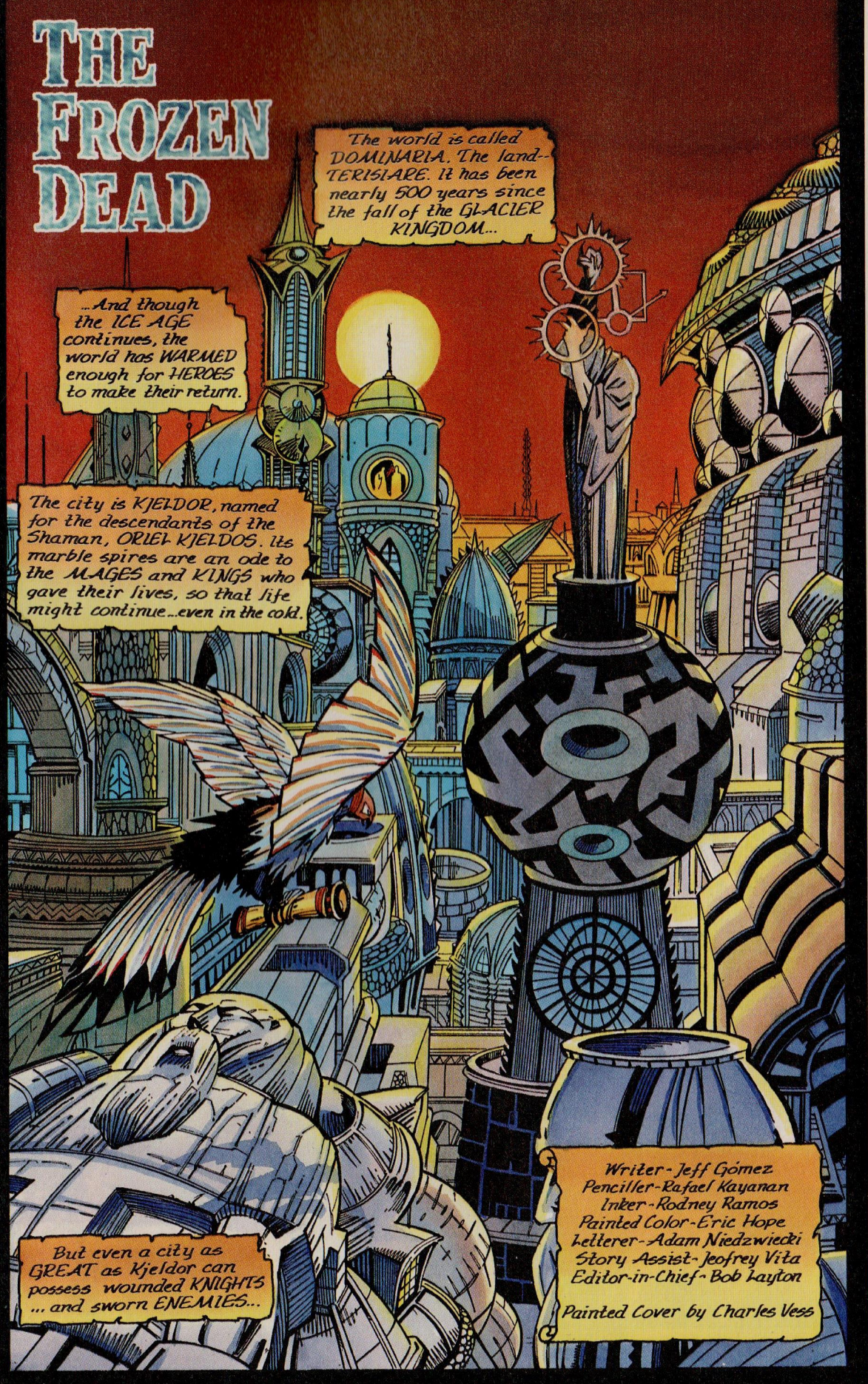
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THE FROZEN DEAD
The world is called DOMINARIA. The land--TERISIARE. It has been nearly 500 years since the fall of the GLACIER KINGDOM...
...And though the ICE AGE continues, the world has WARMED enough for HEROES to make their return.
The city is KJELDOR, named for the descendants of the Shaman, ORIEL KJELDOS. Its marble spires are an ode to the MAGES and KINGS who gave their lives, so that life might continue...even in the cold.
But even a city as GREAT as Kjeldor can possess wounded KNIGHTS ... and sworn ENEMIES...
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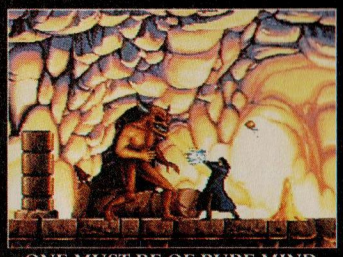


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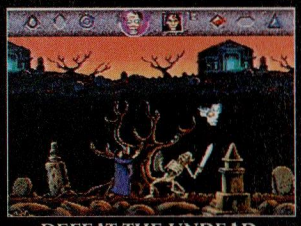

That evening, a vision of beauty and pain darkens the doorway at the home of LORD KAILO.
PACK YOUR GEAR AND YOUR RATIONS, KAILO. I'VE CHOSEN YOU TO JOIN MYSELF, THE SHAMAN BOLAR, AND FOUR OTHERS ON A MISSION TOMORROW.
YOU'RE THE BEST TRACKER IN THE ORDER, AND WE'RE GOING TO HAVE NEED OF YOUR SKILLS WHERE WE'RE GOING.
GO TO HELL, ZARAYA!
YOU HAVE A LOT OF NERVE COMING TO ME FOR AID--
--BUT THEN AGAIN, THEY ALL SAY THAT ICE RUNS THROUGH YOUR VEINS.
HAS FOUR YEARS' TIME BEEN LONG ENOUGH TO FORGET SEVERIN ON THAT ICE BRIDGE? OR THE COMMAND YOU GAVE THAT COST HIM HIS LIFE?
LEST YOU FORGET, KAILO--WE ARE NO LONGER LOVERS.
I AM YOUR SUPERIOR OFFICER, AND YOUR SKILLS ARE REQUIRED. YOU WILL JOIN ME IN THE SERVICE OF OUR PRINCE AT DAWN.
THAT'S AN ORDER.
EVER THE STALWART LEADER, EH ZARAYA?
VERY WELL--I GRANT YOU A GREAT, BIG YES SIR!


Hours before dawn, over the SWAMPS of Balduvia.
DELICIOUS!
THE MESSAGE THIS CREATURE CARRIED BORE THE SEAL OF KJELDOR'S PRINCE.
A FINAL DRAUGHT OF LIFE BEFORE MY DARK LITTLE RITUAL.
GOOD...

"Magical pick-ups and ancestral spells unleash chaotic fury!"



ONE MUST BE OF PURE MIND AND HEART TO VANQUISH THE WARLOCK'S EVIL MASTER!



DEFEAT THE UNDEAD AND YE SHALL BE ALLOWED TO PASS!



BEWARE DEMONS DEEP WITHIN THE DUNGEON'S BOWELS!



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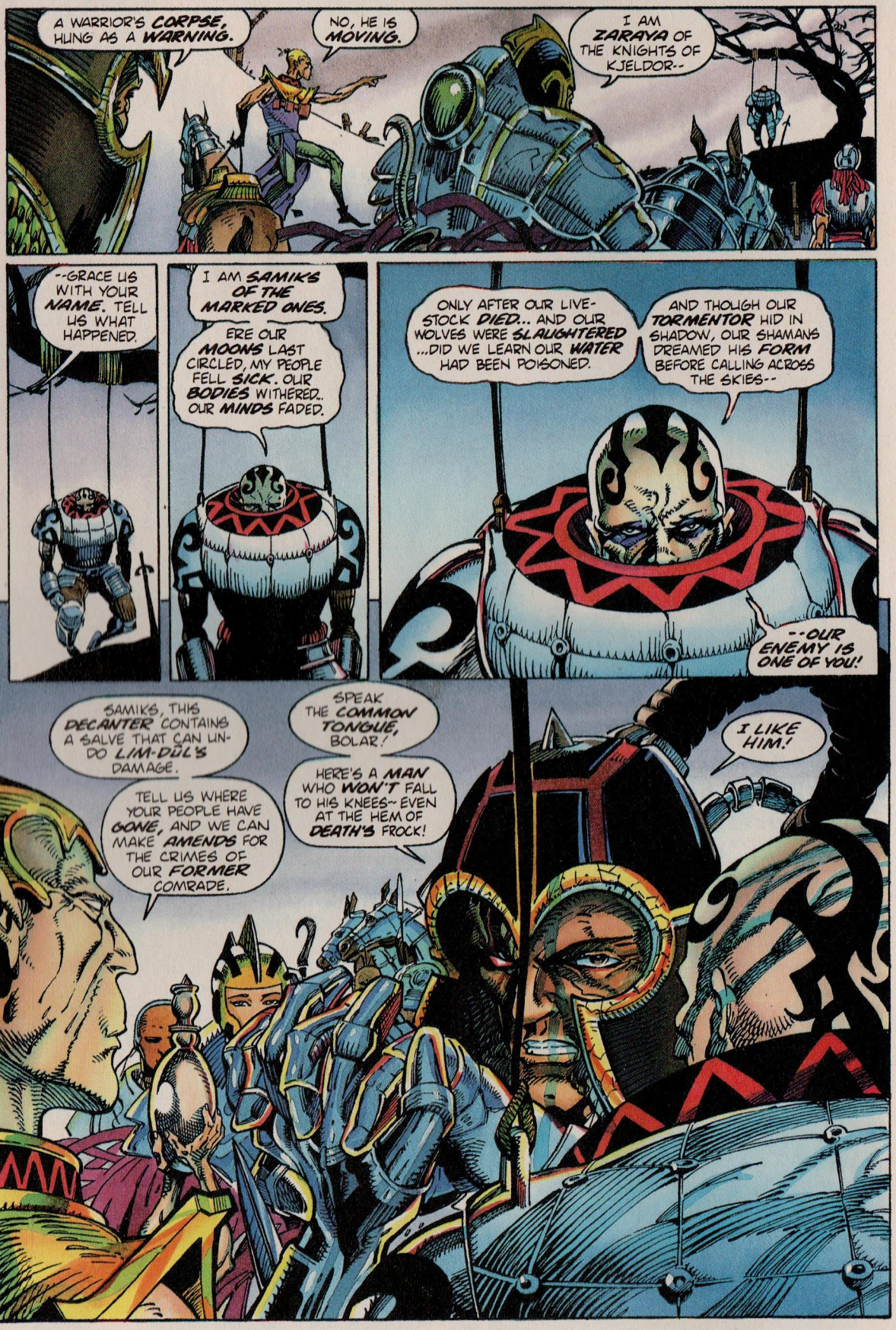

...I SHALL PREPARE A WARM WELCOME FOR "SIR LIM-DÛL'S" FORMER COMRADES-AT-ARMS!
And from the frozen swamp, the undead LEGIONS of LIM-DÛL rise...
FOUL FAMILIARS.
GANGRENOUS ZOMBIES.


SKELETONS of MORT.
ASHEN GHOULS.
Even the DEMON LESHRAC'S Hordes break free of the muck and slime.
Soon they will kneel before LIM-DUL... and start their HUNT for HUMAN FLESH!


I'M GOING AHEAD TO CHECK OVER THE RISE.
SUCH BILE AND VENOM. IS THIS WHAT AWAITS US ALL, AFTER DECADES OF HARD ADVENTURE? SEVERED LIMBS AND BLIND EYES? AGED BEFORE OUR TIME?
I DON'T KNOW, GREGOR. I'M NOT LIKE ZARAYA--AND I CERTAINLY DON'T WANT TO BECOME LIKE KAILO.
SOMETIMES I WONDER ABOUT MY PLACE IN THE ORDER.
YOU MAKE ME LAUGH, ONALA! YOU ARE A KJELD-- OF THE ROYAL FAMILY OF KJELDOR!
YOU WERE BORN TO ENJOY THE KNIGHTHOOD! A WEEK IN THE PALACE, AND YOU'D BE CLIMBING THE WALLS!
WROOOOOOOOOD
THE SOUND IS SICKLY.
ONALA, GREGOR--SET CAMP HERE. THE REST OF YOU, AFTER ME.
The party soon catches up with KAILO. There, they are filled with INCOMPREHENSION and DISGUST at what they find.
"GUARD WOLVES OF THE NOMADS," explains Kailo. "VICTIMS OF AN OUTLAWED TRAP. KNIVES PLANTED INTO THE GROUND, HILT-SIDE-DOWN, ARE COATED WITH WATER AND DEER'S BLOOD, AND LEFT TO FREEZE."
"THE WOLVES LICK THE ICE 'TIL IT MELTS, THEN SPLIT THEIR TONGUES ON THE BLADES. FRANTICALLY, THEY KEEP LICKING... UNTIL THEY BLEED TO DEATH."
THERE IS ONLY ONE MAN WHO COULD DO SOMETHING SO FOUL --LIM-DÛL!

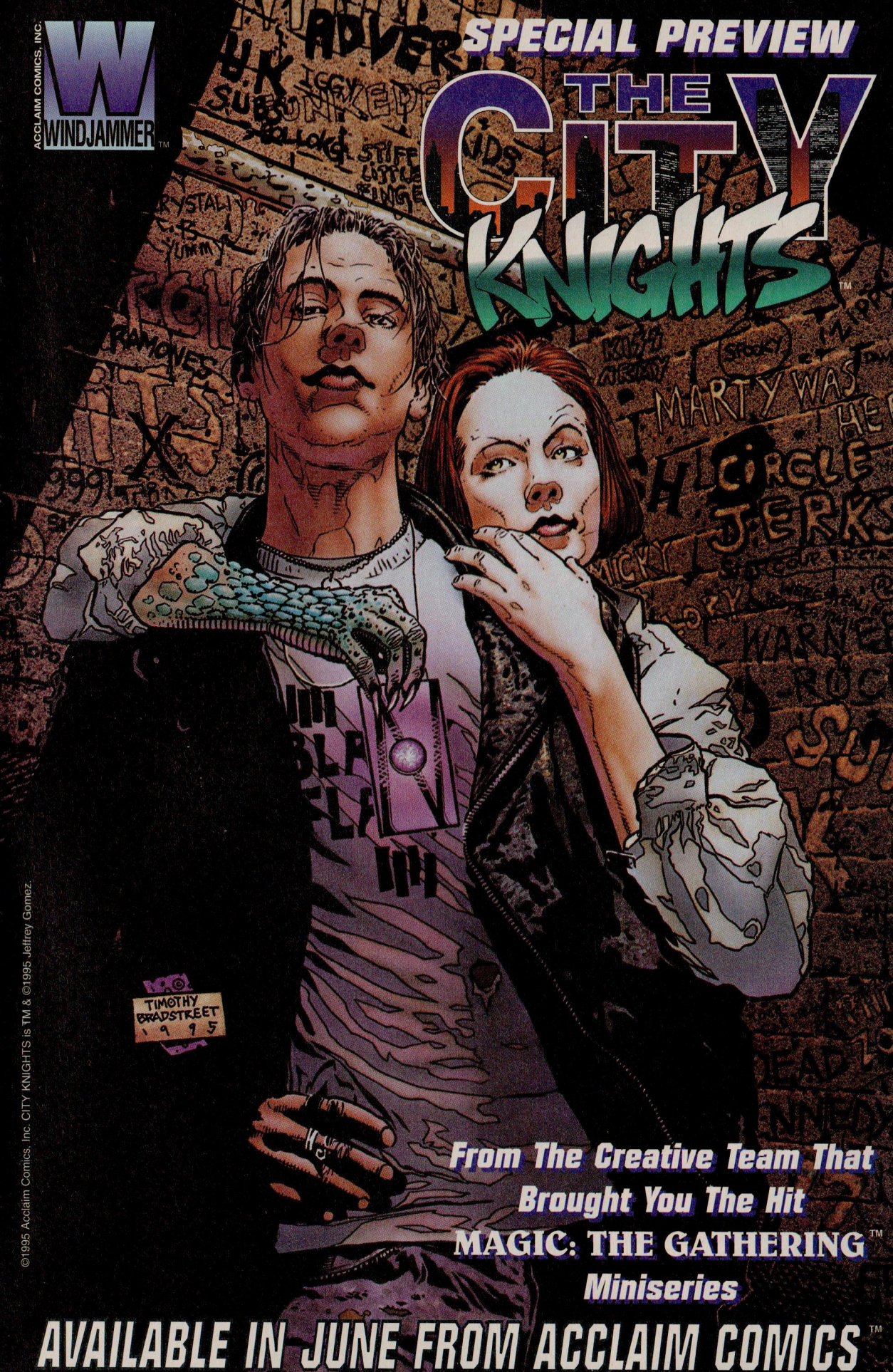

Back at the encampment.
ONALA--TO ARMS! IT'S A TRAP! WE ARE SURROUNDED BY THE WALKING DEAD!
ONALA! TO ACTION!
ORIEL! WILL I DIE IN THE SNOW... WITHERED AND ALONE, LIKE YOU, MY GRANDMOTHER!?
ONALA!!!
AAAAHH!
RRRIIPP!
KERRAK!
NO.


The next morning, at the abandoned encampment of the Balduvian nomads.
IT'S BEEN HOURS, ZARAYA, AND WE HAVEN'T HEARD A SINGLE WORD OF SOLACE OR REGRET FROM YOUR LIPS.
YOU'VE LOST ANOTHER ONE, COMMANDER. HAVE YOU NOTHING TO SAY? OR DOES GREGOR'S LIFE EVEN MATTER TO ONE SUCH AS YOU?
ENOUGH, KAILO!
OF COURSE I FEEL FOR GREGOR. BUT A TERRIFIC EVIL IS AFOOT.
BEFORE WE CAN MOURN, LIM-DÛL MUST BE ROOTED OUT AND DESTROYED.
I WONDER, KAILO, IS IT MY LEADERSHIP YOU CRITICIZE... OR MY WOMANHOOD?
SIR ZARAYA-- I'VE FOUND SOMETHING!


A WARRIOR'S CORPSE, HUNG AS A WARNING.
NO, HE IS MOVING.
I AM ZARAYA OF THE KNIGHTS OF KJELDOR--
--GRACE US WITH YOUR NAME. TELL US WHAT HAPPENED.
I AM SAMIKS OF THE MARKED ONES.
ERE OUR MOONS LAST CIRCLED, MY PEOPLE FELL SICK. OUR BODIES WITHERED.. OUR MINDS FADED.
ONLY AFTER OUR LIVESTOCK DIED... AND OUR WOLVES WERE SLAUGHTERED ...DID WE LEARN OUR WATER HAD BEEN POISONED.
AND THOUGH OUR TORMENTOR HID IN SHADOW, OUR SHAMANS DREAMED HIS FORM BEFORE CALLING ACROSS THE SKIES--
--OUR ENEMY IS ONE OF YOU!
SAMIKS, THIS DECANTER CONTAINS A SALVE THAT CAN UNDO LIM-DÛL'S DAMAGE.
SPEAK THE COMMON TONGUE, BOLAR!
TELL US WHERE YOUR PEOPLE HAVE GONE, AND WE CAN MAKE AMENDS FOR THE CRIMES OF OUR FORMER COMRADE.
HERE'S A MAN WHO WON'T FALL TO HIS KNEES-- EVEN AT THE HEM OF DEATH'S FROCK!
I LIKE HIM!


I DON'T UNDERSTAND. WHAT WOULD LIM-DÛL WANT WITH THESE PEOPLE?
IT SEEMS SAMIK'S HAS AN ANSWER.
HE WANTS OUR RELICS-- POWERFUL MAGIC. BETTER IT WAS FOR LIM-DÛL TO KILL US SLOWLY THAN FIGHT US FOR THEM.
YOU WILL FIND MY PEOPLE IN THE FOOTHILLS TO THE SOUTH.
TAKE THIS-- IT HOLDS DARK SORCERY AT BAY.
I'LL NEED IT NO LONGER.
REMARKABLE!
XIAN, CAN YOU TELL US WHAT THIS IS?
SIR! A NOVA PENTACLE! I'VE ONLY SEEN ITS LIKE IN THE PAGES OF ANCIENT TOMES.
ITS POWER AND MEANING ARE UNTOLD.
A NOBLE GIFT FROM A MAN WHO'S PASSED.
THE WARRIOR DIES FULFILLING HIS DUTIES.
YOU WILL BE IMMORTALIZED IN SONG!
THE EYES OF THE DEAD ERNE BRING ME SECOND SIGHT, MY LORD--OUR ENEMIES WIELD GREATER WEAPONS.
THEY MAKE APOLOGIES FOR ME! I CANNOT HAVE THAT! MAKE ME DIFFERENT, O LEGHRAC--!


--CHANGE ME!
END YOUR QUARREL WITH THE MORTALS, LIM-DÛL...
...GREATER TASKS ARE AT HAND.
FAIL TONIGHT, AND THE SECRET OF THE SHARD WILL BE REVEALED TO ME ALONE.
I WILL NOT FAIL.


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TIMOTHY BRADSTREET 1995
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Brought You The Hit
MAGIC: THE GATHERING™
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HE THREATENS TO PUT YOUR MOTHER'S HEAD THROUGH A WALL...
...BUT SHE WON'T LET YOU TOUCH HIM.
THOUGH IT'S NINETY DEGREES, YOU WEAR YOUR LEATHER JACKET LIKE ARMOR.
BUT IT CAN'T PROTECT YOU FROM THE NOISE.
IT WHISPERS FROM THE SHADOWS DEEP INSIDE YOUR HEAD.
CALLING YOU--
--LIKE THE LONELY DIESEL THRUM...

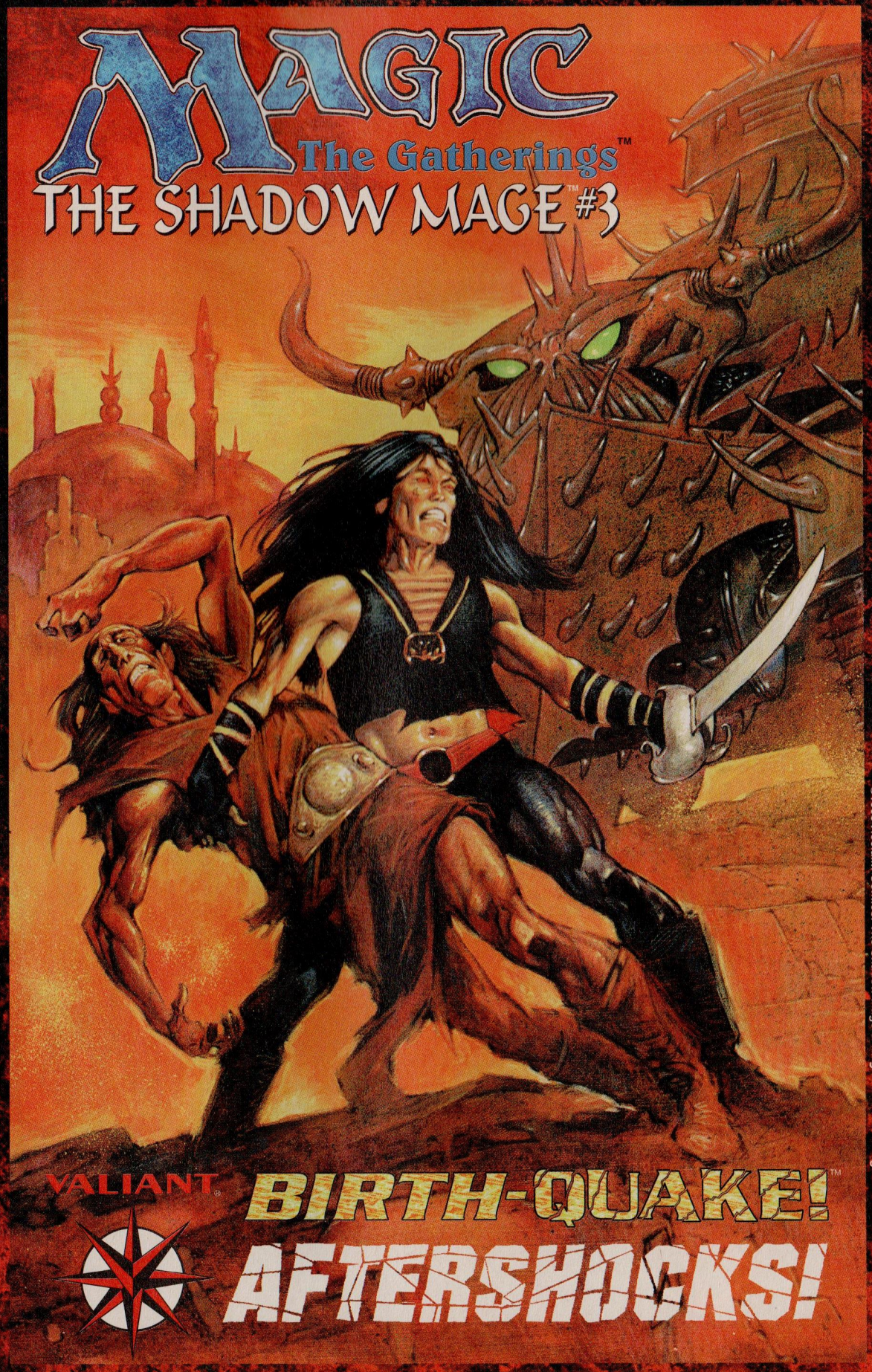

...OF INDUSTRIAL MACHINES.
IT POUNDS IN YOUR TEMPLES-- RUSHES THROUGH YOUR VEINS...
...AND YOU CAN'T TELL WHETHER YOU'RE IN DANGER--
SOME-TIMES IT'S CONFUSING.
--OR JUST REALLY TURNED ON.



Writer: Jeff Gómez Penciller: Val Mayerik Inker: Rick Bryant Color: Mark Csaszar Letterer: Joe Albelo Editor: Gregg Sanderson

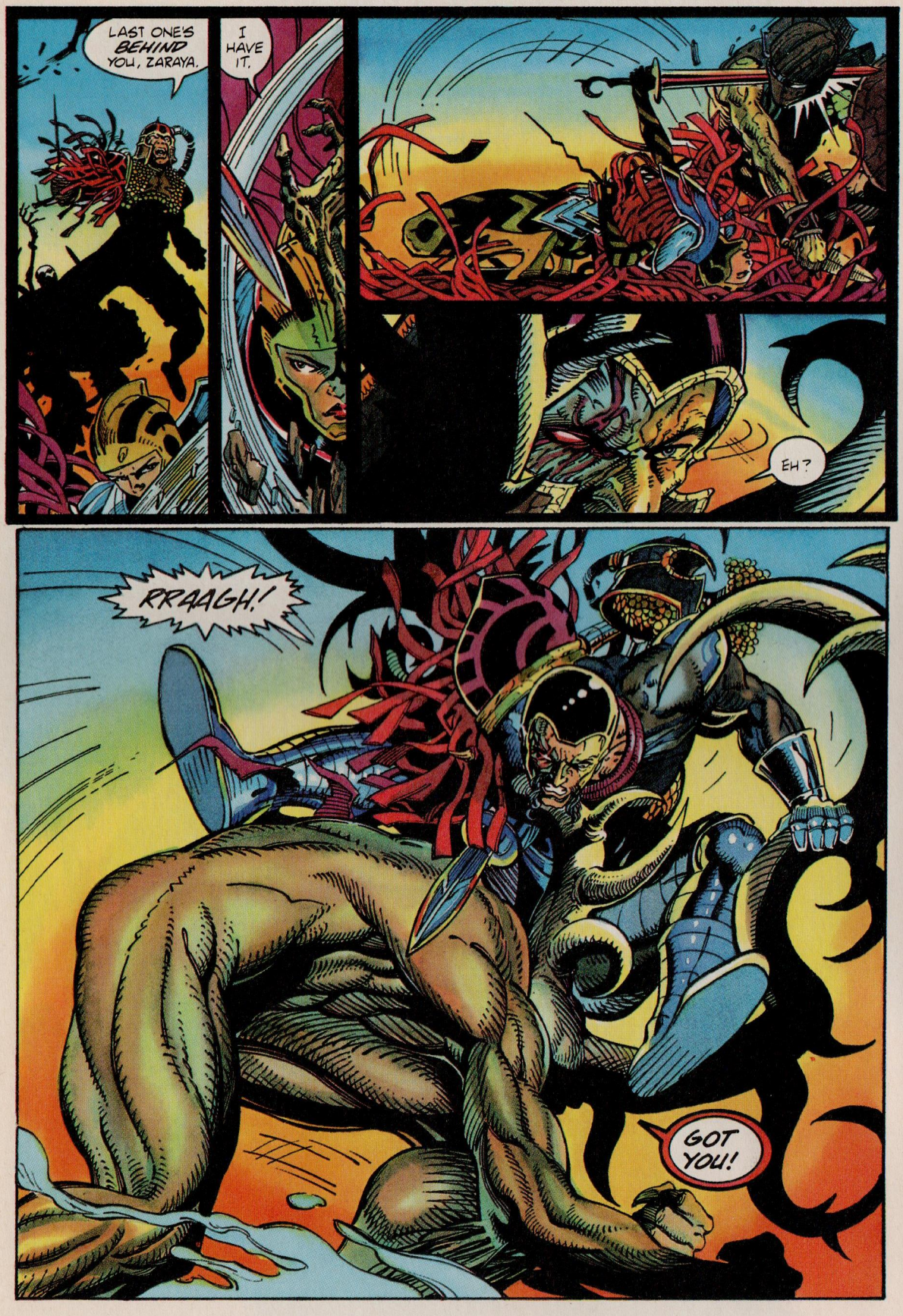

Dusk, in the woodlands near the Balduvian foothills.
HIDEOUS.
KEEP RIDING-- ALL OF YOU!
AND WHAT IS THIS?
MIKO'S BLOOD--
--IT'S SEVERIN! TRAPPED IN A WIZARD'S CURSE!
LET IT BE, KAILO. THIS IS AN ILLUSION CAST BY LIM-DÛL, NO MORE REAL THAN ONALA'S VISION OF ORIEL LAST NIGHT.
LIM-DÛL MEANS TO TEAR OUR HEARTS APART, KAILO. WE CAN'T LET HIM!
AGAIN, YOU WOULD HAVE ME IGNORE OUR ONLY SON?!
HOW DID I EVER COME TO LOVE YOU, ZARAYA?
WHAT GOOD ARE RIBBONS AND ARMOR, WHEN THEY SHIELD A HEART-LESS BREAST?
I'VE LOST AN ARM AND AN EYE--BUT YOU MADE SEVERIN GO LAST ON THAT BRIDGE OF ICE-- YOU KILLED MY BOY.
ILLUSION OR NO, WOMAN-- I WILL HATE YOU FOREVER.


At that moment, bursting from the depths of the woods--
PAWNS OF KJELDOS, HOLD STILL--
--AND THE PAIN WILL BE BRIEF.
WE'RE DEAD WHERE WE STAND!
THEN I SAY WE TAKE THEM ALL WITH US!


MAGIC
The Gatherings™
THE SHADOW MAGE™ #3
VALIANT
BIRTH-QUAKE!™
AFTERSHOCKS!
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SLISH
LIM-DÛL! WHATEVER WE DID TO MAKE YOU HATE US--
--THIS IS GOING TO BE MUCH WORSE!


NOW, BOLAR!
XIAN-- TO YOUR FLANK!
HAAIII!


LAST ONE'S BEHIND YOU, ZARAYA.
I HAVE IT.
EH?
RRAAGH!
GOT YOU!

ENTER THE WORLD OF DECKMASTER™

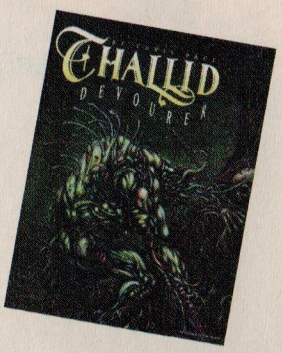
FROM THE HEIGHT OF THE ANTIQUITIES WAR TO THE DEPTHS OF THE ICE AGE, THE DUELIST™ TAKES YOU ON A JOURNEY THROUGHOUT THE MULTIVERSE



From the creators of Magic™ comes *The Duelist*, the definitive reference for trading card game players and collectors. This bi-monthly magazine offers the latest in Deckmaster news; here you can learn the history of Dominia from its creators, brush up on deck-building strategies from the Magic world champion, and get the first look at upcoming trading card game releases. Full-color and art-intensive, each issue spotlights the work of a different artist, and every page features artwork and backgrounds by your favorite Deckmaster illustrators.



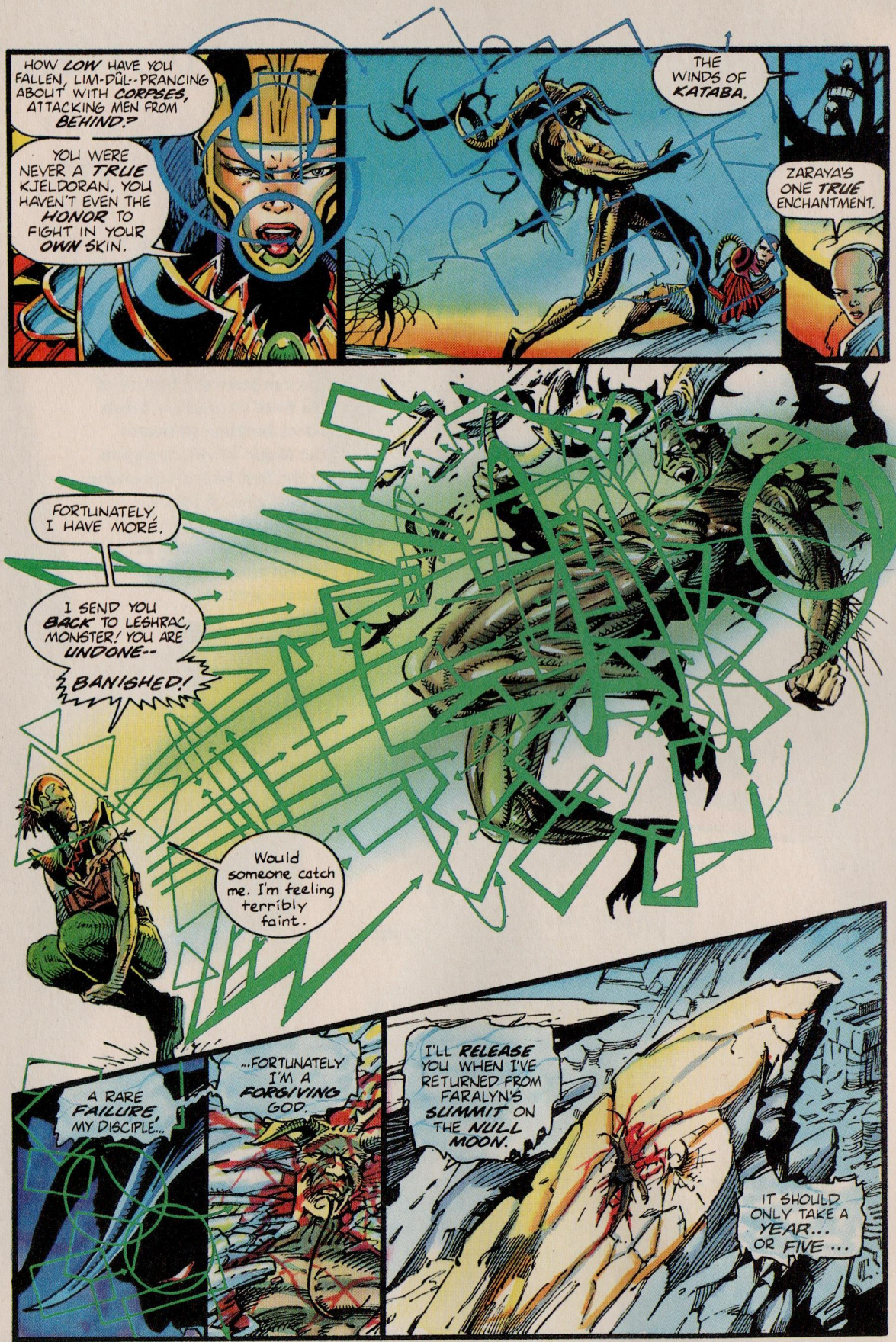


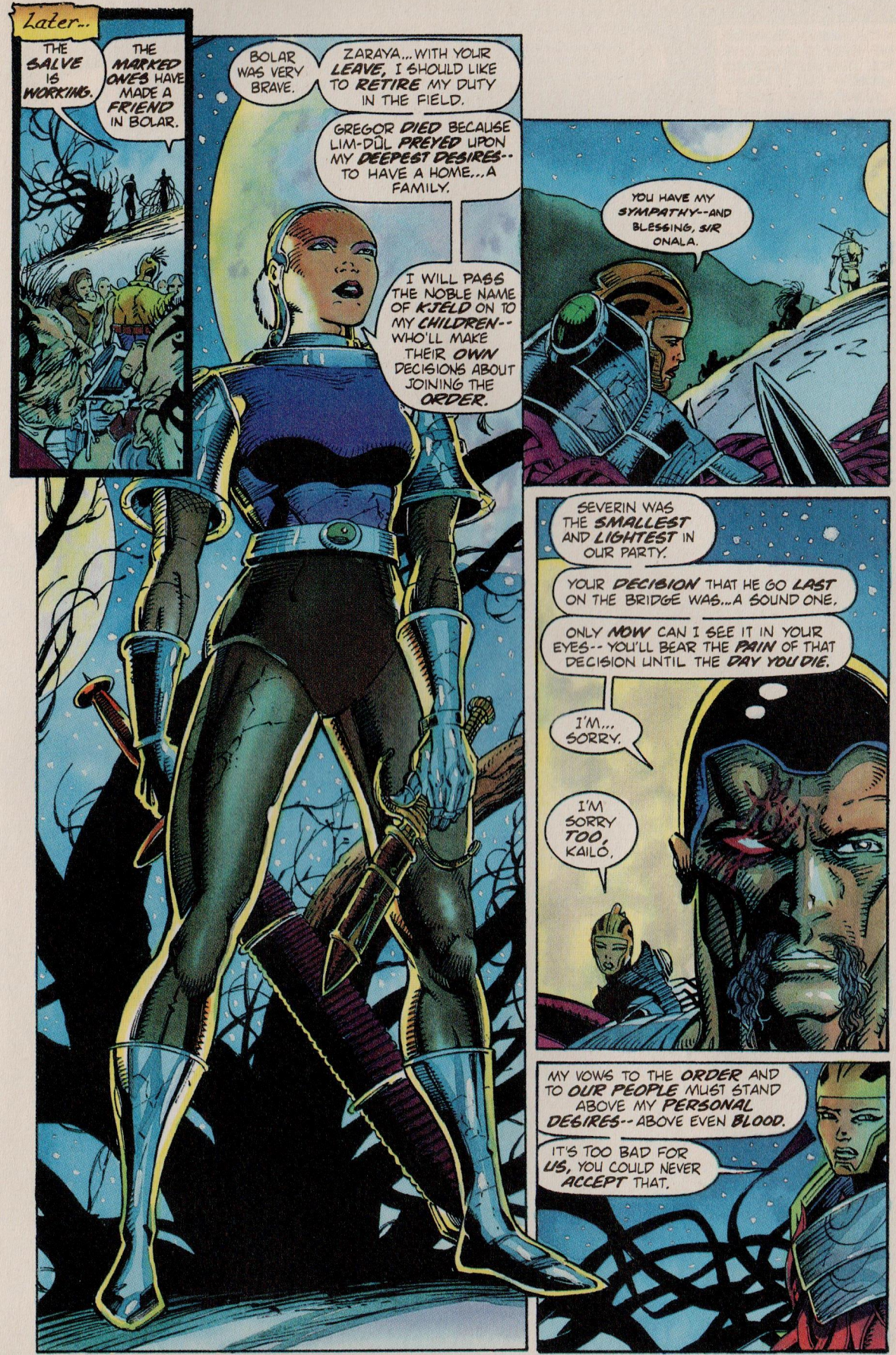


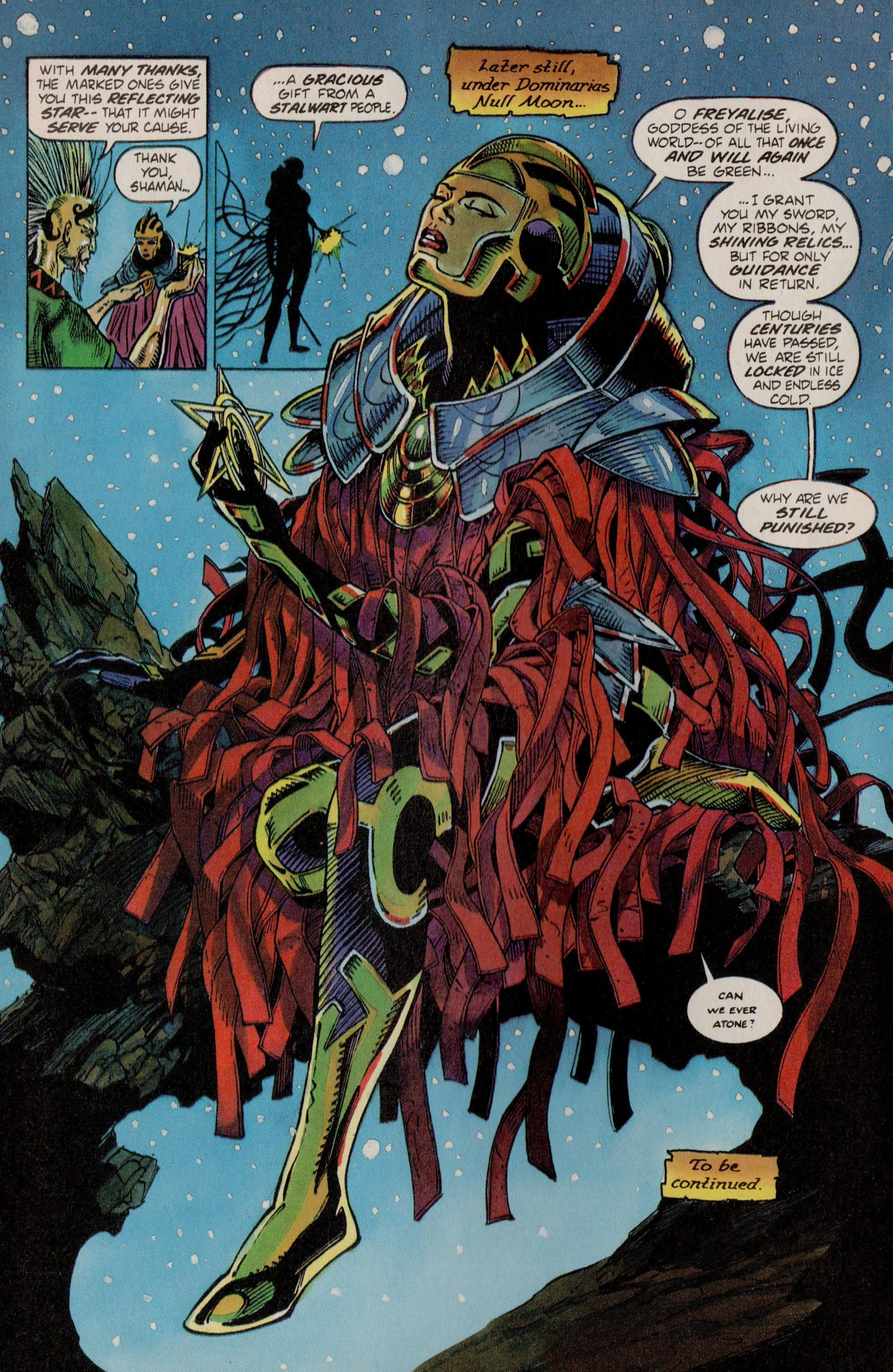
The Duelist offers you the inside story on trading card games from the artists and designers defining the genre. So pick up a copy of *The Duelist*, and share in the dynamic world of Deckmaster.

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Wizards OF THE COAST


HOW LOW HAVE YOU FALLEN, LIM-DÛL--PRANCING ABOUT WITH CORPSES, ATTACKING MEN FROM BEHIND?
YOU WERE NEVER A TRUE KJELDORAN. YOU HAVEN'T EVEN THE HONOR TO FIGHT IN YOUR OWN SKIN.
THE WINDS OF KATABA.
ZARAYA'S ONE TRUE ENCHANTMENT.
FORTUNATELY, I HAVE MORÉ.
I SEND YOU BACK TO LESHRAC, MONSTER! YOU ARE UNDONE--
BANISHED!
Would someone catch me. I'm feeling terribly faint.
A RARE FAILURE, MY DISCIPLE...
...FORTUNATELY I'M A FORGIVING GOD.
I'LL RELEASE YOU WHEN I'VE RETURNED FROM FARALYN'S SUMMIT ON THE NULL MOON.
IT SHOULD ONLY TAKE A YEAR... OR FIVE...


Later..
THE SALVE IS WORKING.
THE MARKED ONES HAVE MADE A FRIEND IN BOLAR.
BOLAR WAS VERY BRAVE.
ZARAYA...WITH YOUR LEAVE, I SHOULD LIKE TO RETIRE MY DUTY IN THE FIELD.
GREGOR DIED BECAUSE LIM-DÛL PREYED UPON MY DEEPEST DESIRES--TO HAVE A HOME...A FAMILY.
I WILL PASS THE NOBLE NAME OF KJELD ON TO MY CHILDREN--WHO'LL MAKE THEIR OWN DECISIONS ABOUT JOINING THE ORDER.
YOU HAVE MY SYMPATHY--AND BLESSING, SIR ONALA.
SEVERIN WAS THE SMALLEST AND LIGHTEST IN OUR PARTY.
YOUR DECISION THAT HE GO LAST ON THE BRIDGE WAS...A SOUND ONE.
ONLY NOW CAN I SEE IT IN YOUR EYES--YOU'LL BEAR THE PAIN OF THAT DECISION UNTIL THE DAY YOU DIE.
I'M... SORRY.
I'M SORRY TOO, KAILÓ.
MY VOWS TO THE ORDER AND TO OUR PEOPLE MUST STAND ABOVE MY PERSONAL DESIRES--ABOVE EVEN BLOOD.
IT'S TOO BAD FOR US, YOU COULD NEVER ACCEPT THAT.


WITH MANY THANKS, THE MARKED ONES GIVE YOU THIS REFLECTING STAR-- THAT IT MIGHT SERVE YOUR CAUSE.
THANK YOU, SHAMAN...
...A GRACIOUS GIFT FROM A STALWART PEOPLE.
Later still, under Dominarias Null Moon...
O FREYALISE, GODDESS OF THE LIVING WORLD--OF ALL THAT ONCE AND WILL AGAIN BE GREEN...
...I GRANT YOU MY SWORD, MY RIBBONS, MY SHINING RELICS... BUT FOR ONLY GUIDANCE IN RETURN.
THOUGH CENTURIES HAVE PASSED, WE ARE STILL LOCKED IN ICE AND ENDLESS COLD.
WHY ARE WE STILL PUNISHED?
CAN WE EVER ATONE?
To be continued.


KNIGHTHAWK
WINDJAMMER
LIMITED 6 ISSUE
MINI-SERIES
NEAL ADAMS'
KNIGHTHAWK
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Let all who do not respect humanity enough... beware... the Knighthawk.

ICY MANIPULATIONS

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ICY MANIPULATIONS
Jeof Vita - Asst. Editor
c/o ACCLAIM COMICS
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New York, N.Y. 10001

JEOF VITA
Asst. Editor

I have to hand it to all of you. You're definitely a hearty bunch! It seems that not even the cold of the Ice Age was enough to keep you away. You've made **Ice Age** #1 an unqualified hit! On behalf of the entire **Ice Age** team, I'd like to thank you guys and gals for putting **Ice Age on the World of Magic: The Gathering** in the top twenty for the month of March! We couldn't have done it without you!

It looks like we're not the only ones who are pleased with the book. In a recent issue of Comic Shop News, comics reviewers Cliff Biggers and Brett Brooks had nothing but praise for the first issue. "If you ever enjoyed grand fantasy, you're going to love this book," says Cliff Biggers. Echoing his sentiments, Brett Brooks states, "Magic fans...are going to love the background into Dominia that is portrayed in this series. But, if you thought about skipping this just because you like the game, not the story, you're wrong. This is a good comic!" Other magazines are already preparing to feature Magic: The Gathering comics in their issues. Combo, Scrye and Inquest are gearing up for special articles on the comics and Comics America, a radio program out of Arizona, is set to do an interview with yours truly on the success of the game and the comics.

If you're just joining us, welcome to the **Ice Age!** Our goal with this and all of our Magic: The Gathering titles, is to introduce you to the fantastic world of Dominaria. On each page, we do our best to bring the heroes and villains, creatures and monsters, flora and fauna, to full color life. It's not enough for us to simply invite you in. We want to take you by the hand and walk with you as you explore the myriad lands that make up Magic: The Gathering. In fact, to help get you started, issues #1 and #2 of this series contain actual Ice Age cards that will introduce some of the more colorful characters that inhabit the frozen wastes.

Remember, there's still a contest going on. The writer of the best letter to Icy Manipulations will receive an original piece of art specially commissioned just for this contest. Rafael Kayanan is working up the piece as we speak, so get those letters in!

Now, it has come to our attention that some of the names, phrases, and terminology of the **Ice Age** tend to be a little exotic. In the interest of "editor/reader relations," we've put together this glossary and pronunciation guide to ease the transition into the **Ice Age.**

Balduvia (bal-DOO-vee-a): The vast planes to the west of the city of Kjeldor, where those who prefer to dwell in wilderness make their homes.

Bolar (BO-lar): An aspiring Planeswalker caught in the Shard, who has chosen to make his home on Dominaria.

Carthalion (kar-THAL-ee-an): A great lineage of men and women who have participated in many of Dominaria's major historic events.

Dominaria (do-mi-NAHR-ee-a): The planet on which most of our Magic: The Gathering stories take place.

Dominia (do-MIN-ee-a): The universe of Magic: The Gathering.

Freyalise (Fray-a-LEES): A Planeswalker, trapped in the Shard as a youth; she specialized in Red magic, but became inspired to switch to Green after her duel with Jason Carthalion in Storgard.

Jason (JAY-son): A young Carthalion, one of the last descendants of the proud family who battled for Mishra in the Antiquities War.

Johtull Worm (JOT-ul werm): Armored predator common to southern Terisiare during the Ice Age.

Kailo (KAY-low): Finest tracker in the Order of the Knights of Kjeldor; former lover of Sir Zaraya, father of Severin.

Kjeld (KELD): Family name of a long line of heroic survivors of the Ice Age; shortened from the name Kjeldos. The name of the royal family of Kjeldor.

Kjeldor (KELD-or): The great port city, located on the southeastern shore of Terisiare during the Ice Age, it was founded by an explorer who was a descendant of Oriel Kjeldos.

Lim-Dûl (LIM-dool): A dark mage and willing pawn in Leshrac's sinister plans.

Leshrac (LESH-rak): An evil Planeswalker, trapped in the Shard, who seeks to unlock the secret of the Ice Age and conquer Dominaria.

Mana (MAN-a): The essence of magical power; the mystical energy which can be tapped and drawn from relics or one of the five lands (mountains, plains, swamps, forests, and islands).

Miko (MEE-koh): The king of Storgard, the mythical last empire in Terisiare to stand the initial onslaught of the Ice Age's cold.

Oriel Kjeldos (Or-ee-EL KEL-dos): A shaman who celebrated nature and green mana, she took Jason Carthalion as her ward after he lost his parents to the cold.

Planeswalker (PLAYNS-wok-er): Any being capable of traversing the multiverse of Dominia; usually a wielder of powerful relics and/or magical spells.

Storgard (STOR-gard): The mythical lost kingdom of Terisiare that inspired the construction of Kjeldor.

Tapping (TAP-ping): The act of mystically connecting with a relic or land, and drawing mana to be used to create various magical effects.

Terisiare (Ter-is-ee-ARE): The mythical continent upon which the Antiquities War was fought, and upon which the action in these pages takes place; for as yet unexplained reasons, Terisiare can no longer be found on the world of Dominaria.

Tevesh Szat (TEV-esh ZOT): An ancient Planeswalker who has vowed to use the freezing cold to wipe Dominaria clean all life.

Zaraya (Zayr-I-a): One of Kjeldor's most celebrated Knights, she led hundreds of missions of mercy and exploration, and helped to reunite the nation of Terisiare at the height of the Ice Age.

Seer Analysis
by Shawn F. Carnes

Hello once again, planeswalkers! This time around, we get to take a look at **Ice Age** #2, the continuing story of Dominaria as it emerges from the global freeze that crippled the world. In this issue, the noble Knights of Kjeldor run head-first into the necromantic might of Lim-dûl and his legions of the Undead. As always, I will cover the play-by-play and give the color commentary as it develops. So, without further delay... onward to mayhem!

First off, I want to draw attention to the parallels and contrasts between **Ice Age** and the preexisting versions of Magic: the Gathering™. A lot of the spells and items that one finds in this comic are probably new—at least until the Ice Age expansion deck is released this coming June. They have, however, their parallels within the original set of the cards. What the trick is here is that the **Ice Age** series is set chronologically before the original set is. Therefore, the spells and items prevalent in this time period are distant relatives of their original counterparts; they may have their similarities but they are unique in their own way. Now, is this a preview as to what is coming in Ice Age? Read the comic and judge for yourself.

Let's get to the beef of the story. Early on, we are introduced to Lim-dûl, the planeswalker who is the antagonist of our tale. From the spells he casts, he specializes in Black magic (hence his undead legions), but his skills also extend to Red (the **Pyro Blast** he used to bring down the **Silver Erne**). His specialty is Black, however, and that could be his weakness; as any player knows, specializing in one color may give you quick access to the spells, but it can shut you down all that much easier. Lim-dûl also seems to specialize in creature summoning and control; not only are his legions filled with the Black undead creatures prevalent in **Ice Age**, but he was able to drain the Silver Erne and use it for his own benefit. Creature decks in Magic are strong, no doubt, but a balanced deck can cope with the unexpected all that much better.

The last thing to touch on are a couple of interesting discoveries we can gather from reading the comic. In the midst of the important character and plot exposition before the big showdown, I think I caught wind of two cards from the Legends expansion deck of Magic: The Gathering. First, Leshrac's casting of the **Master of the Hunt** on Lim-dûl is a direct allusion to the currently very popular Legends card. Second, and even more incredible, the item that has kept the undead legions of Lim-dûl at bay is none other than the **Nova Pentacle**, a rare Legends card. What can be made of this? Incidentally, the **Healing Salve** which is used to clean the tribe's water supply can be found in the revised edition of Magic: The Gathering.

It just goes to show you, as with the game itself, a great deal of cross-over between card sets can be found throughout the **Ice Age** miniseries, as well as in other Magic comics we've seen. Remember that Legends was a set of cards that highlighted a time before the original Gathering set, just as **Ice Age** does. In fact, the time of Legends predates Fallen Empires, the Dark, and even Antiquities. If elements from Legends are emerging in the Ice Age storyline, you can bet there are some heavy duty reasons!

That does it for now; not a bad battle at the end, eh? That **Word of Undoing** spell Bolar cast on Lim-dûl is just like the original **Unsummon** in the Gathering deck, except that all White enchantments go back to the hand. The spell's combination with Sir Zaraya's **Katabatic Winds** provided a boffo banishing. But can you really keep a good villain down for long?

Until next time, happy hunting!

NEXT ISSUE in ICE AGE on the World of MAGIC: THE GATHERING #3

The secret behind the **Ice Age** that grips Dominaria is revealed in this spectacular issue: several powerful Planewalkers who have been trapped in "The Shard" converge on one of the planet's two moons to determine the cause of this multi-planar cataclysm. As is bound to happen with Planeswalkers, a duel of epic proportions breaks out, featuring spells from **Antiquities**, **The Dark**, **Fallen Empires**, and **Ice Age**. This issue boasts a cover painting by Charles Vess, and a free set of **Creature Tokens** for use in your Magic: The Gathering game duels.

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